

REMARKS

Hendrick explicitly discloses his invention linked to all the casino machines and connected to the LCD screens that serve as interactive display (two way communication), as covered in column 16, lines 16-67, talks only about two way communication with a camera at the machine for the player to communicate with attendants, players and friends and to conduct tournaments using such equipment. The term interactive is understood to be a two way communication, and thus linked.

The Examiner points to Col. 16, lines 16-67 to state that Hedrick discloses an invention linked to all casino machines and connected to LCD screens that serve as interactive display. The Examiner states that Hedrick discloses two-way communication with a camera at the machine for the player to communicate with attendants, players, and friends and to conduct tournaments using such equipment.

Having reviewed this section, there is no discussion anywhere describing using the two-way communication to conduct tournaments. This section explicitly states that the two-way communication is either to enhance security of the gaming machine or to morph a player's face to attract players to that gaming machine. Nowhere in this section does it describe machines that are linked together or does it describe separate casino machines linked to an LCD screen. Here, a specific gaming machine would be outfitting with a camera and a

microphone. This is specifically stated at Col. 2, lines 21-23. There is no description of an LCD screen being linked to multiple LCD screens.

Claim Rejections – 35 USC § 102

Claims 13 and 22-25 and 27 are rejected under 35 U.S.C. 102(b) as being anticipated by Hedrick et al. (US 6,368,216 B1) herein after Hedrick.

Regarding claim 13; Hedrick discloses a gaming machine system comprising: at least two gaming machines linked together, said gaming machines linked to an interactive sign; said interactive sign comprising an LCD screen; said LCD screen displaying a bonusing event that players can enter in; wherein players playing said linked gaming machines who enter said bonusing event compete against each other on said interactive sign, (8:15-39), machines link together, (8:56-63), LCD screen, (16:40-44), tournaments.

In citing to the sections on Col. 8 and Col. 16 other than the fact that Hedrick teaches an LCD screen as stated above, there is no description anywhere regarding machines being linked together or tournaments. Please have the Examiner show exactly where this is described, as applicant cannot find no such reference.

Claim 13 requires at least two gaming machines linked together and the gaming machines linked to an interactive sign. As stated above, nowhere does Hedrick describe at least two gaming machines linked together and those gaming machines linked to an interactive sign. Hedrick does not describe an interactive sign comprising an LCD screen. Hedrick does not describe anywhere players

competing against each other at all let alone on the interactive sign. Therefore, Claim 13 is not anticipated or obvious over Hedrick.

Regarding claim 22; Hedrick discloses a wherein said interactive sign comprises an LCD screen where a player enters bonus play and competition is between a player playing said gaming machine and said bonusing event on said interactive sign, (16:36-44).

Nowhere does Hedrick described a player entering a bonus play, and the competition between the player and the gaming machine being on the interactive sign. The Examiner pointed to a section which specifically states that a player can communicate with casino attendants, schedule later activities with his spouse or other associates. Lines 39-44 describe a secondary game feature which include additional awards which are not related to the paragraph above it which describes a two way communication.

For this reason and the reasons stated above for Claim 13, Claim 22 is not anticipated or obvious over Hedrick.

Regarding claim 23; Hedrick discloses a system for alerting a player when they are playing on said interactive sign, (4:6-14), casino service notification.

For the reason stated above for Claim 13, Claim 23 is not anticipated or obvious over Hedrick.

Regarding claim 24; Hedrick discloses a wherein a player operates said bonusing event from any of said gaming machines linked to said interactive sign, (16:40-44).

The section cited by the Examiner again relates to secondary game features already known in the art but does not suggest anywhere in this section, the use of an interactive sign. Later in that paragraph, it does state that with a secondary display of the invention, bonusing information can be presented. This has nothing to do with a bonusing event or with any competition or tournament.

For this reason and the reasons stated above for Claim 13, Claim 24 is not anticipated or obvious over Hedrick.

Regarding claim 25; Hedrick discloses a wherein said bonusing event comprises a wheel which has various monetary denominations, (2:29-31).

Claim 25 requires a wheel which have various monetary denominations. The Examiner has pointed to a section which discusses how secondary information can be provided in a gaming machine with regards to utility meters and the section states that wheels or other simple mechanical indicators can be used. This has absolutely nothing to do with Claim 25, which relates to a wheel having various monetary denominations as a bonusing event.

For this reason and the reasons stated above for Claim 13, Claim 25 is not anticipated or obvious over Hedrick.

Regarding claim 27; Hedrick discloses a wherein said bonusing event comprises a Ferris wheel that unloads coins when one of said linked gaming machines triggers said bonusing event, (23:27-47), the use of wheels as bonus instruments are disclosed and variations of them are a simple design choice.

For the reason stated above for Claim 13, Claim 27 is not anticipated or obvious over Hedrick.

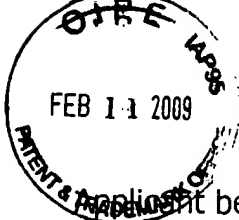
Claim Rejections – 35 USC § 103

Claim 26 is rejected under 35 U.S.C. 103(a) as being unpatentable over Hedrick as applied above and in view of Dote (US 5,221,083).

Regarding claim 26; Hedrick discloses all the features of claim 13 including the bonusing event played on the LCD display, but fails to mention a one on one game with a dealer. Dote discloses wherein a player plays one on one with a casino dealer on said LCD screen, (fig. 2). It would have been obvious to one of ordinary skill in the art at the time of the invention to create a linked blackjack tournament showing the dealer to make the game more attractive. This would give out predictable results.

There is no reason or teaching to combine Hedrick with Dote. Whereas Hedrick relates to a gaming machine, Dote relates to a medal gaming machine used in carnivals to provide contestants with medals. The machines are in two different art classes and therefore cannot be combined.

For these reasons and the reasons stated above for Claim 13, Claim 26 is not anticipated or obvious over Hedrick.



I believe the application is now in condition for allowance.

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